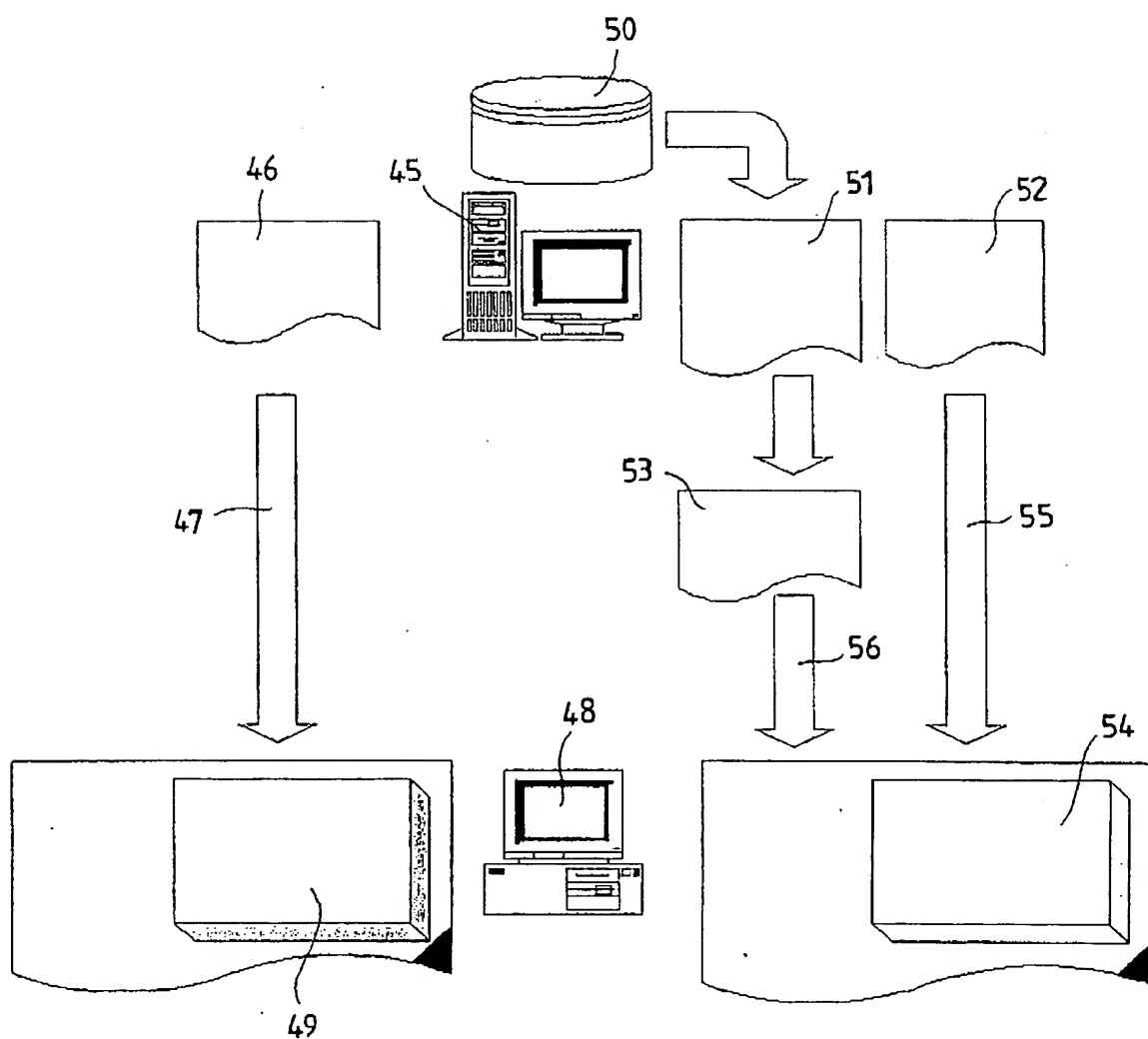


Fig.1



10099856 . 031402

## Fig.2a

```

<ELEMENT>                                     //A 3Delement is declared

<ID>                                           //The 3Delement Identifier
    integer (ID value)

<SIMPLIFIED>                                   // The 3Delement is simplified (an extruded regular polygon)
    integer (base in pixel)
    integer (height in pixel)
    integer (number of sides)

<PAGEID_AND_ADDRESS>                           // The polygon Identified by the ID will have mapped the
    integer (polygon ID)                       page related with the specified URL
    string (URL)

<XTRANDOF>                                     // Degree of freedom in translation
    integer (0 range will not be used, 1 will be used only the min value, 2
    will be used only the max value, 3 max and min value will be used)
    float (min translation value)
    float (max translation value)

<YTRANDOF>
    ...
<ZTRANDOF>
    ...

<XROTDOF>                                     // Degree of freedom in rotation
    integer (0 range will not be used, 1 will be used only the min value, 2
    will be used only the max value, 3 max and min value will be used)
    float (min translation value)
    float (max translation value)

<YROTDOF>
    ...
<ZROTDOF>
    ...

<XSCALDOF>                                   // Degree of freedom in scaling
    integer (0 range will not be used, 1 will be used only the min value, 2
    will be used only the max value, 3 max and min value will be used)
    float (min translation value)
    float (max translation value)

<YSCALDOF>
    ...
<ZSCALDOF>
    ...

<FCURVETYPE>                                 // The type of function curve for an animation
    integer (1 linear, 2 spline, 3 bezier)

<XTRANKEY>                                    // Key related with a fcurve of translation
    integer ( frame where the key is set)
    float ( value of the translation )
    float ( to set only in the bezier case so to define the left slope )
    float ( to set only in the bezier case so to define the right slope )

<YTRANKEY>
    ...
<ZTRANKEY>
    ...

```

## Fig.2b

```

<XROTKEY>                                // Key related with a fcurve of rotation
    integer ( frame where the key is set)
    float   ( value of the rotation )
    float   ( to set only in the bezier case so to define the left slope )
    float   ( to set only in the bezier case so to define the right slope )
<YROTKEY>
...
<ZROTKEY>
...
<XSCALKEY>                                // Key related with a fcurve of scaling
    integer ( frame where the key is set)
    float   ( value of the scaling )
    float   ( to set only in the bezier case so to define the left slope )
    float   ( to set only in the bezier case so to define the right slope )
<YSCALKEY>
...
<ZSCALKEY>
...

<PREFSTATE>                             //A preferential state is declared
<PREFTRAN>                             // define the type of preferential state
    float   ( x value of the preferential state )
    float   ( y value of the preferential state )
    float   ( z value of the preferential state )
<PREFROT>
...
<PREFSCAL>
...

<SCENEBCGCOLOR>                         // Define the ActiveX background color
    integer (background color)

<FACEBCGCOLOR>                         // Define the polygon color
    integer (face ID)
    integer (face color)

<DEFAULT_TRANSFO> // Define the 3DElement initial condition in translation, scaling
                    and rotation
    float ( x value of the translation )
    float ( y value of the translation )
    float ( z value of the translation )
    float ( x value of the rotation )
    float ( y value of the rotation )
    float ( z value of the rotation )
    float ( x value of the scaling )
    float ( y value of the scaling )
    float ( z value of the scaling )

<START_ANIMATION> // AutoStart a predefined animation

<NOAUTODEEP>                             // The 3DElement will not be pushed in the Z-direction so to
                                          keep the correct dimension in pixel units

<TURNING>                               // The 3DElement is used like a roll

```

**MANDATORY TAG:**

**<ELEMENT>**

**<ID>** otherwise the value 0 will be used for each element

**<SIMPLIFIED>**

**TAG RELATION:**

**<ELEMENT>** before every tag related with 3Delement properties ( usually put it as first ).

The **<FCURVETYPE>** should be defined before every **<.....KEY>**

Fig.3

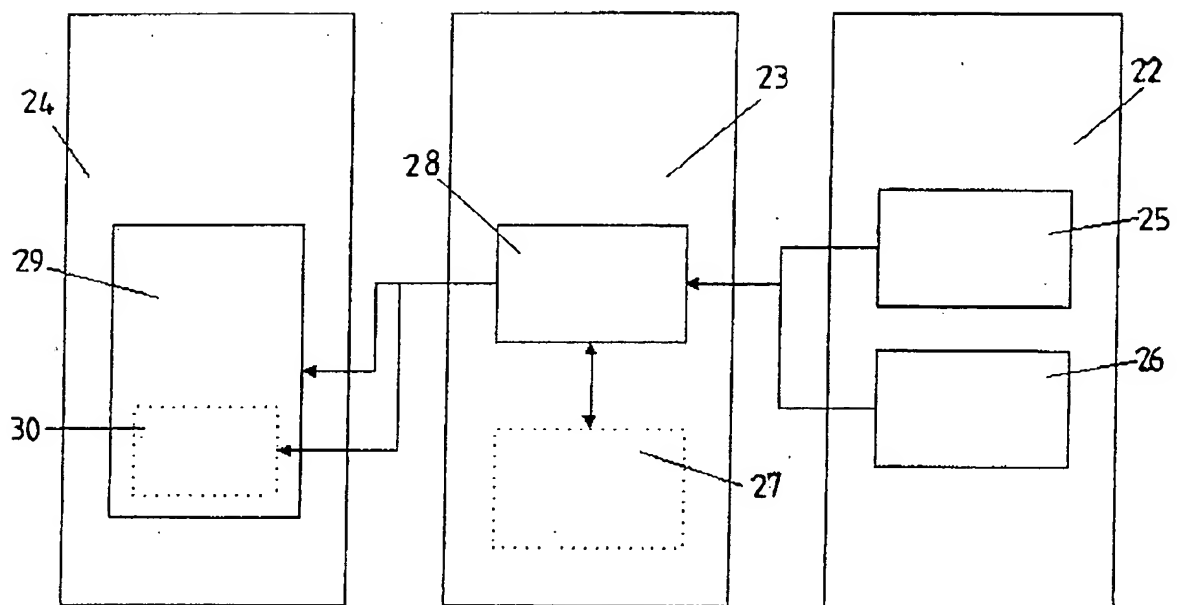
```

<ELEMENT>
<ID>
1
<SIMPLIFIED>
224, 130, 8
<PAGEID_AND_ADDRESS>
0, 3d/Promo.asp
<PAGEID_AND_ADDRESS>
1, 3d/ScoopBuster.asp
<PAGEID_AND_ADDRESS>
2, 3d/MailingList.asp
<PAGEID_AND_ADDRESS>
3, http://www.repubblica.it
<PAGEID_AND_ADDRESS>
4, http://www.ilsole24ore.com
<YROTDOF>
0, 360, 0
<FCURVETYPE>
3
<YROTKEY>
0, 0, 0, 0
<YROTKEY>
100, -360, 0, 0
<START_ANIMATION>
<AUTODEEP>
<SCENEBCGCOLOR>
11105615

```

Fig.4

Fig. 5



10099886 "031406

<object classid="CLSID:11E6FE20-C5E2-11D4-B07A-  
0050DA2873C1"  
width="120" height="120" id="element3D">  
    <PARAM NAME="FileName" Value="element.wzt">  
    <PARAM NAME="WLess" Value="1">  
</object>

Fig. 6

Fig.7a

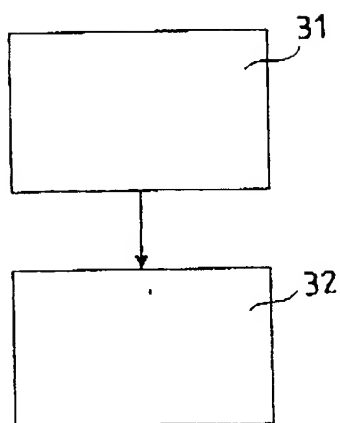
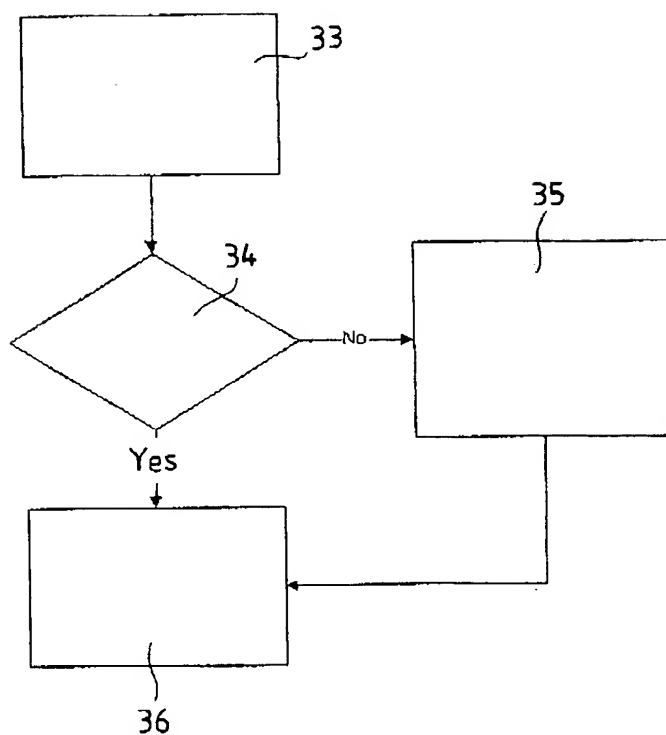


Fig.7b





10099656-031402

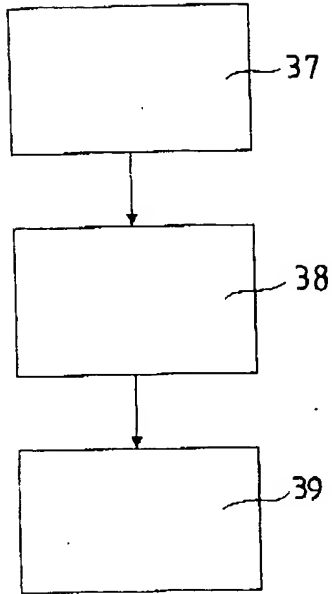


Fig. 8a

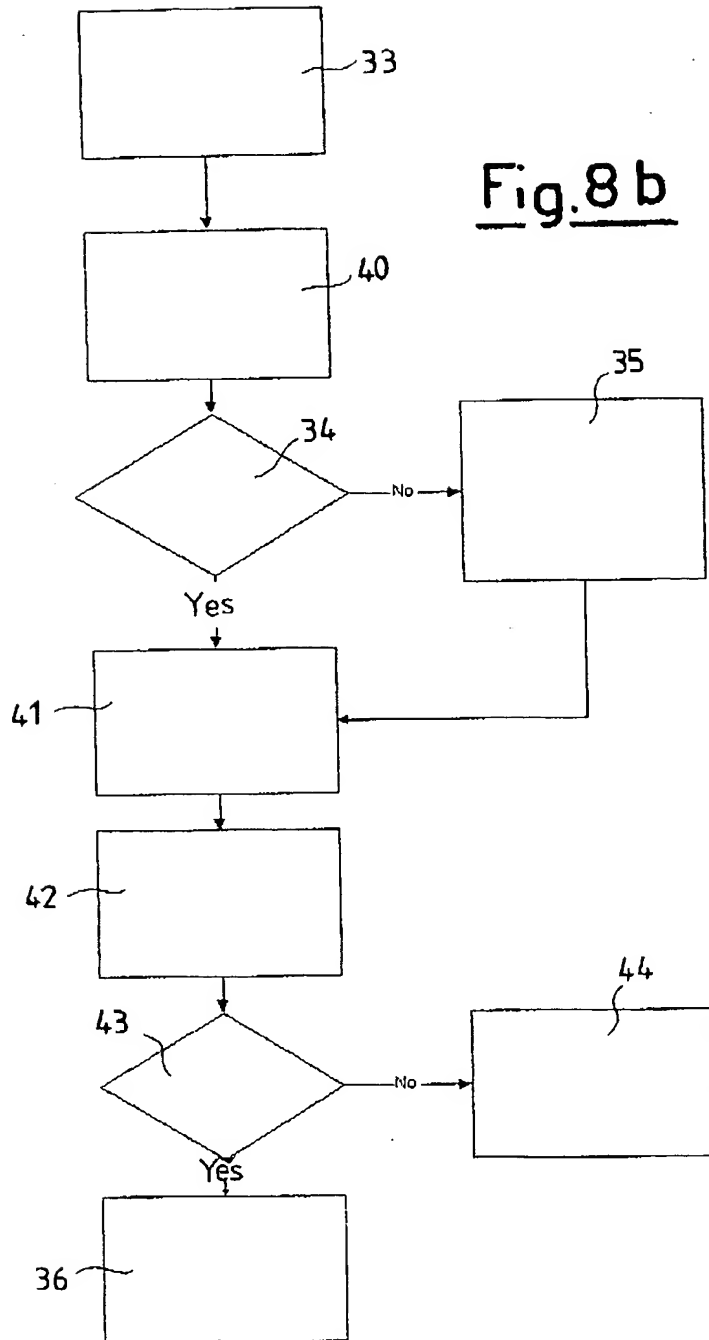
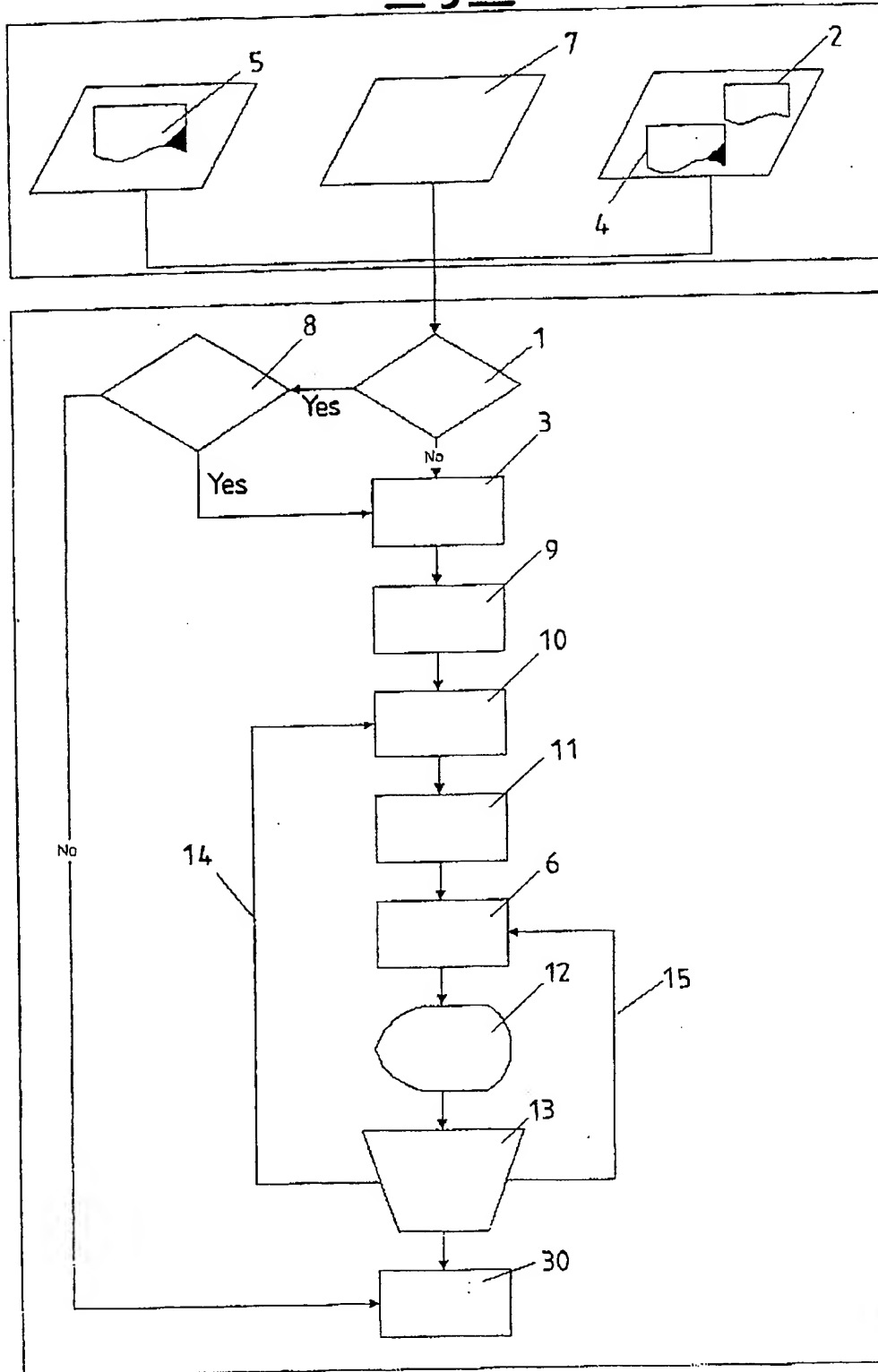


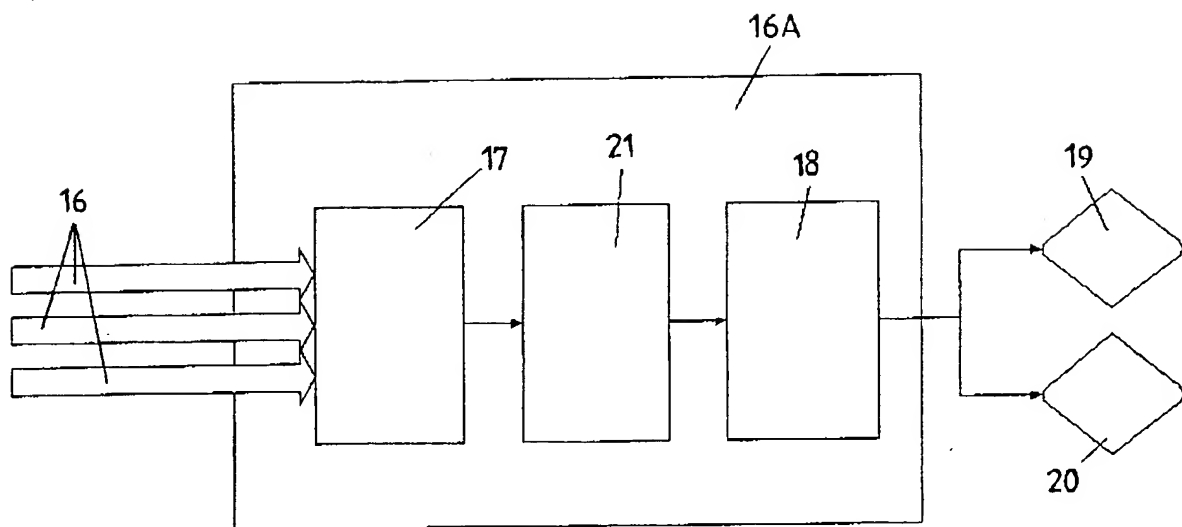
Fig. 8b

Fig.9



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Fig.10



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